

I. Amendments to the Claims

Please amend the claims as follows with the following version of the claims in accordance with revised 37 CFR § 1.121.

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1. (Canceled).
2. (Canceled).
3. (Canceled).
4. (Canceled).
5. (Canceled).
6. (Canceled).
7. (Canceled).

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8. (Amended) A method for generating a shadow effect for objects in a graphical user interface, wherein the graphical user interface simulates a three-dimensional coordinate space by displaying objects whose dimensions are computed in the three-dimensional coordinate space, the method comprising:

generating a shadow object corresponding to a first

object, wherein the shadow object has dimensions and coordinates that are identical to the first object;

~~determining an occluding region of the shadow object that partially occludes an illumination of a second object;~~

displacing the shadow object along an x-dimension or a y-dimension of the three-dimensional coordinate space by a user-configurable displacement distance value;

computing a z-dimensional difference value between a z-value of the first object and a z-value of a ~~the~~ second object;

calculating a translation value that is directly proportional to the computed z-dimensional difference value;

translating the ~~occluding region of the shadow object~~
~~along an x-dimension or a y-dimension within the~~
~~three-dimensional coordinate space in accordance with the~~
calculated translation value along the x-dimension or the
5 y-dimension within the three-dimensional coordinate space that
was not used to displace the shadow object such that the
translation of the shadow object and the displacement of the
shadow object occur along different dimensions in either
order;

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determining an occluding region of the displaced,
translated shadow object that partially occludes the second
object; and

displaying the first object, an unoccluded portion of the
second object, and the occluding region of the shadow object
15 on a display device.

2. (Original) The method of claim 1, wherein the first
object, the unoccluded portion of the second object, and the
occluding region of the shadow object are rendered into a
20 bitmap prior to displaying on the display device.

10. (Canceled).

11. (Canceled).

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[12. (Canceled).]

^{3.}
13. (Original) The method of claim ~~8~~, wherein the shadow
5 object is transparent.

[14. (Canceled).]

^{4.}
15. (Original) The method of claim ~~8~~, wherein the shadow
10 object is subjected to a diffusion filter.

[16. (Canceled).]

[17. (Canceled).]

^{5.}
18. (Original) The method of claim ~~8~~, wherein the objects
15 are two-dimensional planar objects within the
three-dimensional coordinate space, wherein the objects are
parallel to an x-y plane in the three-dimensional coordinate
20 space, wherein the objects may be translated along either of a
set of three dimensions in the three-dimensional coordinate
space but not rotated about an x-axis in the three-dimensional
coordinate space or about a y-axis in the three-dimensional
coordinate space.

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6.
18. (Amended) A computer program product in a
computer-readable medium for use in a data processing system
for generating a shadow effect for objects in a graphical user
interface, wherein the graphical user interface simulates a
5 three-dimensional coordinate space by displaying objects whose
dimensions are computed in the three-dimensional coordinate
space, the computer program product comprising:

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instructions for generating a shadow object corresponding
to a first object, wherein the shadow object has dimensions
and coordinates that are identical to the first object;

~~instructions for determining an occluding region of the
shadow object that partially occludes an illumination of a
second object;~~

15 instructions for displacing the shadow object along an
x-dimension or a y-dimension of the three-dimensional
coordinate space by a user-configurable displacement distance
value;

20 instructions for computing a z-dimensional difference
value between a z-value of the first object and a z-value of a
the second object;

instructions for calculating a translation value that is
directly proportional to the computed z-dimensional difference
value;

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instructions for translating the ~~occluding region of the~~
shadow object ~~along an x-dimension or a y-dimension within the~~
~~three-dimensional coordinate space~~ in accordance with the
calculated translation value along the x-dimension or the
5 y-dimension within the three-dimensional coordinate space that
was not used to displace the shadow object such that the
translation of the shadow object and the displacement of the
shadow object occur along different dimensions in either
order;

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instructions for determining an occluding region of the
displaced, translated shadow object that partially occludes
the second object; and

instructions for displaying the first object, an
unoccluded portion of the second object, and the occluding
15 region of the shadow object on a display device.

7.
20. (Original) The computer program product of claim *6*,
wherein the first object, the unoccluded portion of the second
object, and the occluding region of the shadow object are
20 rendered into a bitmap prior to displaying on the display
device.

[21. (Canceled).]

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22. (Canceled).

23. (Canceled).

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~~24.~~ (Original) The computer program product of claim ⁶~~13~~,
wherein the shadow object is transparent.

25. (Canceled).

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10 ~~26.~~ (Original) The computer program product of claim ⁶~~13~~,
wherein the shadow object is subjected to a diffusion filter.

27. (Canceled).

15 28. (Canceled).

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10.
29. (Original) The computer program product of claim 19,
wherein the objects are two-dimensional planar objects within
the three-dimensional coordinate space, wherein the objects
are parallel to an x-y plane in the three-dimensional
coordinate space, wherein the objects may be translated along
either of a set of three dimensions in the three-dimensional
coordinate space but not rotated about an x-axis in the
three-dimensional coordinate space or about a y-axis in the
three-dimensional coordinate space.

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30. (Amended) An apparatus for generating a shadow effect for objects in a graphical user interface, wherein the graphical user interface simulates a three-dimensional coordinate space by displaying objects whose dimensions are computed in the three-dimensional coordinate space, the apparatus comprising:

means for generating a shadow object corresponding to a first object, wherein the shadow object has dimensions and coordinates that are identical to the first object;

~~means for determining an occluding region of the shadow object that partially occludes an illumination of a second object;~~

means for displacing the shadow object along an x-dimension or a y-dimension of the three-dimensional coordinate space by a user-configurable displacement distance value;

means for computing a z-dimensional difference value between a z-value of the first object and a z-value of a the second object;

means for calculating a translation value that is directly proportional to the computed z-dimensional difference value;

means for translating ~~the occluding region of the shadow~~
~~object along an x-dimension or a y-dimension within the~~
~~three-dimensional coordinate space~~ in accordance with the
calculated translation value along the x-dimension or the
5 y-dimension within the three-dimensional coordinate space that
was not used to displace the shadow object such that the
translation of the shadow object and the displacement of the
shadow object occur along different dimensions in either
order;

means for determining an occluding region of the
displaced, translated shadow object that partially occludes
the second object; and

means for displaying the first object, an unoccluded
portion of the second object, and the occluding region of the
15 shadow object on a display device.

12.
31. (Original) The apparatus of claim 30, wherein the
first object, the unoccluded portion of the second object, and
the occluding region of the shadow object are rendered into a
20 bitmap prior to displaying on the display device.

[32. (Canceled).]

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13.
33. (Original) The apparatus of claim 30, wherein the
objects are two-dimensional planar objects within the
three-dimensional coordinate space, wherein the objects are
parallel to an x-y plane in the three-dimensional coordinate
space, wherein the objects may be translated along either of a
set of three dimensions in the three-dimensional coordinate
space but not rotated about an x-axis in the three-dimensional
coordinate space or about a y-axis in the three-dimensional
coordinate space.

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